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Survival Difficulty: Class 3e - Environmental

- » Unsafe
- » Unstable
- » Several Non-Entity Hazards

Description

Level 76 is a chaotic area with a diverse range of buildings, none of which are not of normal height or are old, abandoned, unfinished. The buildings are typically empty and have very few furnished houses. If they are furnished at all, there are only sofas and beds, lacking any other things. Each building's infrastructure should have

a sufficient number of daylighting lamps in proportion to its modernity. The quality of lighting varies depending on the degree of completion, resulting in an uneven distribution of light across the city and consequently great disparity in lumens from one location to another.



It should collapse.

BACKROOMS WIKI

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ccommodate ten
ered. However, since
serted ghost town.

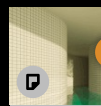
High concentrations of fog permeate the entire outdoor area and cause



Level List



Level 73



Level 37



Popular Pages



Level 37



Level 399



Level 2



Level 0.01



Level 4

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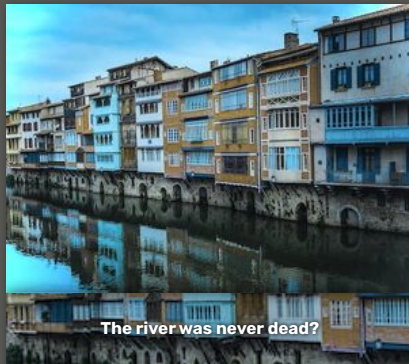
significant inconvenience to wanderers. This makes it difficult to see into the distance and creates the impression of deception due to the extremely large area that this fog covers.

The sky is always filled with flying MiGs, which don't exist, they are illusions. As soon as someone attempts to go above 3,000 meters, they are inexplicably assaulted by an unknown source, usually with 7.62 caliber bullets, but without a launcher to fire them. The higher you go from the ground, the greater the percentage of greenhouse gases increases, and this phenomenon is believed to be limitless because carbon dioxide using drones have found that at 10,000 meters, the concentration is more than what humans can tolerate.

Beneath the ground, there is an abundance of pure gold, as well as strips of genuine gold; the strips are intricately engraved with the national symbols from the 18th to 20th centuries, which appear in a very even manner, with almost no quantitative differences. Once someone attempts to acquire gold, a mild paranoia of victimization develops, however, the gold also causes the wanderer to try to get more gold, resulting in the mental illness getting worse and worse, and ultimately resulting in the wanderer "defending" himself for no apparent reason, or dying from exhaustion.

The River

The river does not have an end or a source. It seems to have sprung up out of nowhere, without a trace of why. The river is bright and clear, with the same width as the road at this level, and divides the city in half, making it challenging to get to the other side, creating a barrier.

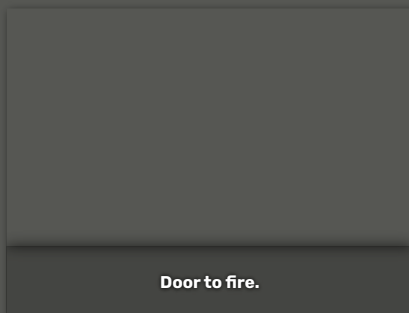


There are always toxic-colored gases emanating from above the river which are a distinct color different from the fog. These gases cannot be captured in photographs and are only known to be red color.

In the river, you cannot see the other buildings, even if they are more than ten times taller than the houses on either side of the river. They remain completely invisible. If you leave the river, the other buildings appear in a flash, and of course, if you enter the river, the other buildings suddenly disappear from sight, although they are still there.

Outskirts and The Door

About 20 kilometers south of the river, you will come to the outskirts of the area, which has a distinct boundary with the city, like a completely different place. Continuing further south, you can find a massive pit called the door.



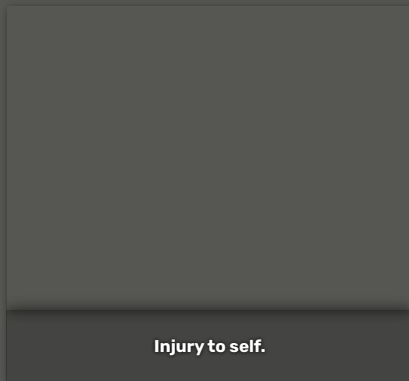
The 200-acre area surrounding the door has no buildings, only a large area of rocky terrain that is exceptionally rugged. This desolate area is often prone to hallucinations

because the landscape remains unchanged; these hallucinations manifest in only one form, that of fire in the sky.

The door is 39 meters deep. Everywhere inside is engulfed in flames, and the rock has turned red due to prolonged overheating, causing the air around it to become very dry, devoid of any moisture in the vicinity.

The Lab

The lab is a confined space consisting of a large number of small machines and chemical tanks. The walls are painted white, releasing a significant amount of formaldehyde, which is harmful to one's health. In the center of the lab is the intact core of a small nuclear reactor, which is considered functional but has no parts other than the core.



The entrance to the lab is to find a white metal gate that blocks the road, it is very rare and most of them are locked, making it extremely challenging to enter. Do not attempt to enter the lab as it has not been fully explored, and the dangers are unknown.

Things

Newspapers

Newspapers often appear on Level 76, and instead of falling to the ground, they are somehow delivered to the wanderers where they can see them. When the newspaper is delivered to the ground in front of wanderers, a bright blue light appears, which can damage the eyes and may cause vision loss due to its intensity and the inherent dangers associated with it.

The news is all written in British English, and the terminology is so specialized and difficult to understand that it is basically incomprehensible to non-native speakers; most of the content is about things that the country where the event took place is trying to cover up or downplay, and it is written in such detail that it often takes up a full page in length, but not more than half a page of news about Western European countries.

Entities

The Phone

The phone on Level 76 does not look like a smartphone, but rather like a perfectly normal phone booth, which can be used to lure explorers to use the phone in the booth and further manipulate the person.

Lighters

Lighters always stay in modern buildings and are very bright, making it easy for them to disguise themselves and kill unsuspecting people.

World

The existence of lies highlights the intricate nature of truth. In an

environment filled with lies, it is often challenging to discern between truth and falsehood. This uncertainty makes us reconsider the nature of truth, questioning whether it is an absolute entity or a relative concept.

Note

After exploring the area, M.E.G. found only two torn-off notebook pages, which were not very informative but still drew attention:

2005/11/4

This fog-filled city is like a ghost town, where the facts are being blurred. Each and every one of these stories is extremely detailed, but is it really the whole truth? It's impossible to deny that every newspaper and media outlet has a political stance, and there's a lot of added fuel to the fire. Backrooms may be a distorted reflection of frontrooms, but I know that they are still real.

I see it. We can't overturn it.

2005/11/6

Newspaper began to penetrate the world, enveloping the city, contaminating the river, igniting the door, glorifying the lab. No one can stop it. It is falsehood, it is reality, it is the **compound**.

From these notes, it can be deduced that the wanderer was insane, or that something unusual was going on.

Colonies and Outposts

There are no colonies or outposts at this level, and even if there were, they would not be easy to find. They want to escape from reality^{phony}.

Entrances

- There is some possibility of transitioning to **Level 76** in the corridor of **Level 73**.
- Noclippping at **Level 98**, probability of coming to **Level 76**.

Exits

- Noclippping at **Level 76** leads to **Level 77**, the only known exit.

Author (and my inspiration)>

CATEGORIES



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